

S.G.L.F.S.A.
Ladies Division [17+] Rules of Play

We will follow Softball Ontario Rules - with the following modifications

- A) **COURTESY RUNNER:** A courtesy runner is used to run in place of the batter who must safely reach first base on their own. A courtesy runner is not permitted if the player reaches 2nd or 3rd base, unless there is an injury during play. The courtesy runner must be the last out of that inning (or last at bat if zero outs). The need for a courtesy runner should be noted prior to the start of the game or if a player is hurt during the course of a game.
- B) **COURTESY RUNNER FOR CATCHERS:** If the catcher is on base and there are two (2) outs a courtesy runner may be used so the player can put their equipment on regardless of which base they are on. This is an option for your catcher and does not need to be exercised.
- C) **DURATION:** A game consists of the number of innings which can be started in 1 hour and 45 minutes up to a maximum of 6 innings and/or 2 hours.
- The time of commencement for a game is at the umpire's call of "Play Ball". The umpire will state the time on his watch to both coaches.
 - If an inning is started before the 1 hour and 45-minute time limit, but is not completed before the 2-hour time limit, the score at the end of the previous inning will be the final score.
 - The standard 6th inning rule will apply: If the home team is in the lead, the game will be considered completed once the visiting team has played their half of the last inning.
 - The games score is at the end of the last completed inning.
- D) **EQUIPMENT:** ALL players under the age of 19 years old must wear batting helmet with cages and pitching masks.
- E) **FAIR PLAY CODE OF CONDUCT:** The City of Sudbury Facility Code of Conduct will be enforced (please see below)
- F) **FORFEIT:** A forfeit shall be declared if a team fails to field at least seven (7) players prior to or during the game.
- G) **GAME START:** The game will commence at time indicated on schedule. If a forfeit is at risk, the umpires will allow a **10-minute grace period** to wait for remaining players.
- H) **JEWELRY:** All jewelry must be removed for games. Taping of earrings and other jewelry is not permitted. Only medical bracelets may be worn, and they must be taped to the body.

- I) **LEAGUE STANDINGS:** League standings will be updated every week on our website: <http://www.sudburyfastpitch.com/midgetladies-division/>. Points shall be awarded as follows: W=2pts; T=1pt; L=0pt.
- J) **MERCY RULE:** An inning shall be composed of 5 runs or 3 outs whichever comes first. The sixth inning **only** will be an open inning.
- K) **OVERTHROW:** An overthrow consists of when the ball is thrown out of bounds (e.g., over the fence) and is at that point considered out of play. If no fence is present, the out of play territory will be discussed prior to the beginning of the game and will ultimately be at the discretion of the umpire during the play.
- L) **PICK-UP PLAYERS:** Teams may borrow players from other teams to make a 9 player roster, you may use as many as you need. These players are considered a "pick-up". A "Pick-up" is any player who is not a member of the team's official roster and who plays for a team in the S.G.L.F.S.A Midget/Ladies Division. A team may also call up players from a younger division, to a maximum of 3 players, with the permission of the younger player's coach and parent (s).
- The pick-up can only pitch if there is no pitcher available from the team's regular roster and/or the team's pitcher is injured or fatigued.
 - The pick-up must bat last in the batting order.
 - You may only use a pick-up(s) to bring your roster up to 9, if using pick-up(s) you may not have more than 9 players in your batting line-up
- M) **PITCHING:** There is no limit to how many innings one pitcher shall be allowed to pitch.
- Should a pitcher hit a batter twice in one inning with a pitch, that pitcher will be replaced for the remainder of that inning only.
 - The second time a pitcher commits the act above, they will be removed as pitcher of the remainder of the game.
- N) **PLAYER PLAYING TIME:** Each player present at a game must play at least 3 innings.
- Exception: should a player be injured on the field (batting or fielding) and no longer able to play, the player's removal from the game will not be recorded negatively against the player's team. That is, the player will not be counted as an out for her "at bat's".
- O) **PROTESTS:** No protests will be entertained. The umpire's decision is final.
- P) **TOURNAMENT RULES:** Rules shall be sent out to Team Reps at least one week prior to tournament.
- Q) **SMOKING:** As of May 1, 2013 City of Greater Sudbury by-law 2013-54 is in

effect. This by-law states that all municipal parks and associated facilities, including playing fields, parking and spectator areas, will be smoke free zones. This includes ballfields.

THE RESPONSIBILITIES OF A TEAM REP INCLUDE:

- Assembling your team roster and ensuring you have enough players each week
- Ensuring the score is kept at each game
- When notified that the game is rained out, promptly notify your team
- Share with your team any emails or notices that have been distributed
- When home team, ensure that all responsibilities are met, which include:
 - Setting up and taking down bases
 - Providing the scoresheet for the game
 - Providing two game balls in which one must be NEW.
 - Sending scoresheet to Caroline Piquette via photo text message (705-919-2276) or by email (carolinepiquette@gmail.com) before the following Thursday. The scoresheet must clearly show the final score and the team who won.
- As a team rep, you may be required to vote on ideas or issues that are brought up throughout the season

2017 Team Reps

Mary Jebreen (Hit It and Quit It) T: (705) 919-6226

Danielle Marier (Ruff Ryders) T: (705) 920-4243

Brittany Dumont (Super Stacked) T: (705) 822-9578

Pauline Gosselin (Battitude): T: (705) 918-4242

HEAD UMPIRE: CHRIS PAKKALA (705) 822-9394

MESSAGE FROM THE CITY OF GREATER SUDBURY:

Upon arrival to ball field, if lines are not done, grass is excessively long, portable restrooms lack cleanliness (e.g., no toilet paper, too full, etc.) or if you notice any other safety/maintenance concerns please proceed to take a picture and send it to Caroline Piquette via text or email with a small description that includes the problem, the date and the location of the field.

The City of Greater Sudbury has asked us to provide photo evidence in order to prevent such problems in the future. Please note that is not mandatory but will improve ball field

conditions.



Please revise the following rules:

The Top 10 Misunderstood Rules in Softball
Softball Ontario (2016)

Please review these rules, as the umpires will make the call according to Softball Ontario rule guidelines.

1. Left Hand Turn from First
2. Check Swing Award of
3. Bases on Overthrow
4. Batted Ball hitting Home Plate, First Base, Second Base or Third Base
5. Batter stepping on home plate or mat or directly in front of home plate or mat
6. Fair ball bouncing out of play or off a defensive player
7. Infield Fly
8. Lead-off (Pitcher's Circle) - Fast Pitch only
9. Difference between Interference / Obstruction
10. Double Base

1. Left hand turn from first.

A runner forfeits his/her exemption from liability to be put out if, after overrunning first base, he/she makes an attempt to run to second base.

The key to this rule is to continue to second base. There must be at least an attempt towards second base. It does not matter which direction the batter-runner turns after reaching first base if they are coming back to first base without attempting to advance to second base.

2. Check swing.

If it is the plate umpire's judgement that the batter made an attempt to swing at the ball (but not a full swing), the plate umpire shall call the pitched ball a strike. This call is NOT to be appealed to the base umpire - use the guiding principle that the plate umpire does not call it a strike unless he/she saw the attempted swing - therefore no need for an appeal of what the plate umpire saw.

However, if the batter attempted to swing at the ball but the plate umpire did not see the

attempt (perhaps blocked out by the catcher) then a ball shall be called. With this call, the plate umpire does have the opportunity to check with his/her base umpire(s) with or without a request from the defensive team. The plate umpire may make the request on their own or may choose to make the request when requested to do so by the defensive team. The key to the base umpire is that they shall only answer a check swing request made by the plate umpire - they do not respond to a request made directly to them by a defensive player.

Should the base umpire see the attempt that the plate umpire did not see, they shall respond by calling "yes" and the call shall be changed from ball to strike.

3. Award of bases on overthrow.

The common misconception with this rule is the old rule of "one plus one," a rule that was changed long ago. The correct ruling is that when a thrown ball goes out of play (beyond the established boundary lines of the playing field)

- all runners, including the batter-runner shall be awarded two bases from the last base legally touched based on their position at the time that the thrown ball left the fielder's hand
- if there are two runners between the same bases, the award is based on the position of the lead runner

Keys to remember with this rule:

- the award is based on their position at the time the throw was made, not at the time that the ball went out of play - watch for that very long overthrow from the outfield
- the award is two bases from the last base legally touched - if a runner is returning to first base to tag up on a fly ball, they will still be awarded two bases which is second base and third base as the last base that they had legally touched was first base
- The proper mechanics for this situation are to call "Dead Ball" as soon as the ball goes out of play then award the bases accordingly. Your award should be swift and decisive.
- With multiple runners or a long overthrow, if you have any doubt consult with your fellow Umpire(s) immediately before the award and get it right the first time.

4. Batted ball hitting home plate, first base, second base or third base.

Home Plate

- A batted ball remains alive and in play when it strikes home plate: This is a common misconception - many, many years ago when a batted ball struck home plate it was declared a dead ball.
- In the event that a batted ball comes to rest on home plate, it shall be ruled a fair ball and the plate umpire shall signal accordingly.

- Remember, the fair/foul lines come to the back point of home plate so the plate is completely in fair territory.

First or Third Base

- When properly installed, first and third base are positioned on the diamond completely in fair territory. A smart Umpire looks around between pitches to ensure this is always true.
- Once a batted ball strikes first or third base without having been first touched by a player, the batted ball shall be ruled a fair ball regardless of where the ball ends up.
- Once the ball touches first or third base it does not have to pass the base, touching the base is all that is required to make it a fair ball.
- The plate umpire should signal fair ball immediately once the batted ball strikes the base

Second Base

- Once a batted ball strikes second base without having been first touched by a player, the batted ball shall be ruled a fair ball.

5. Batter stepping on home plate or mat or directly in front of home plate or mat.

Stepping on Home Plate or Mat

- the batter is out if any part of their foot is touching home plate or touching the mat when the bat contacts the ball
- the ball is dead and runners may not advance on the play.

Stepping directly in front of Home Plate or Mat

- The batter is out if their foot is completely outside the lines of the batter's box and touching the ground when the bat contacts the ball - therefore if the batter's foot is completely in front of home plate their foot is obviously completely outside the lines of the batter's box.
- The batter is out if their foot is completely in front or behind the mat touching the ground when the bat contacts the ball.
- The ball is dead and runners may not advance on the play.

Points of Emphasis:

- There is no penalty unless the batter makes contact with the ball.
- The position of the foot must be judged at the time the bat makes contact with the ball - if the foot is in the air and then comes down on the ground after the ball is hit, there is no penalty.
- With the exception of the foot touching home plate or touching the mat, the foot

must be completely outside the lines of the batter's box - touching any part of the lines is acceptable as the lines are part of the box

- The same penalty applies whether the batted ball is fair or foul - "Dead Ball" is called as soon as the batter makes contact with the ball.

6. Fair ball bouncing out of play or off a defensive player.

When a fair ball bounces out of play, including if it deflects off a defensive player, the umpire shall declare "Dead Ball" as soon as the ball goes out of play.

- All runners shall be awarded two bases.
- The award is based on their position at the time of the pitch - not at the time that the ball went out of play.
- The award is the same regardless of where the ball actually goes out of play.
- Be prepared that this rule could actually end up bringing runners backwards.
- A long rolling ground ball goes out of play and the batter is already past second base - the batter goes back to second base.
- Same play, runner starting at first base is already past third base and on their way to score when the batted ball goes out of play, the runner is returned to third base.

7. Infield Fly.

Requirements for an Infield Fly:

- Runners on first and second base OR first, second and third base.
- Less than 2 out.
- Not a bunt.
- Not a line drive.
- Can be caught by an infielder with ordinary effort this includes the, pitcher, catcher or any outfielder positioned in the infield.

What should the umpire do?

- In an infield fly situation, prior to the first pitch of the at bat, the umpires should give the infield fly signal to each other. When it becomes apparent that a batted ball is an infield fly (typically when the ball reaches its' highest point and is just on its' way down) the plate umpire shall declare "INFIELD FLY, IF FAIR - THE BATTER IS OUT"

Once an Infield Fly is declared:

- if the hit becomes a foul ball, no penalty, treat like any other foul ball
- if the hit remains a fair ball
- the batter is out regardless of whether the ball is caught or not
- the ball remains alive
- the runners may advance at their own risk

- if the fly ball is caught, they must tag up
- if the fly ball is not caught, they can choose to advance but as the batter has already been declared out there is no force play

8. Lead-off (Pitcher's Circle) - Fast Pitch only.

The Pitcher's Circle is the area within an 8' radius of the pitcher's plate - the lines are considered within the circle.

The common misconception is that if the ball is thrown back to the pitcher and he/she has it in his/her position in the pitcher's circle before the batter-runner reaches first base that the batter-runner must stop at first base.

Even though the ball may be in the pitcher's possession in the pitcher's circle, the batter-runner may:

- continue past first base.
- is entitled to run toward second base, as long as he/she does not stop at first base.
- once the runner makes a stop, he/she must immediately proceed to the next base or return to his/her base UNLESS the pitcher makes a play (including a fake throw) on the runner or another runner.

If the runner stops and simply stands there off the base while the pitcher has possession of the ball in the pitcher's circle and no play is made - "DEAD BALL - RUNNER IS OUT - LEAD-OFF" If the runner stops and then makes a move in more than one direction immediately after the stop while the pitcher has possession of the ball in the pitcher's circle and no play is made "DEAD BALL - RUNNER IS OUT - LEAD-OFF"

Points of Emphasis:

- The pitcher cannot force the first stop by a runner merely by having possession of the ball in the pitcher's circle. Put another way - the runner is allowed one stop - as soon as he/she stops he/she must make a decision immediately to either advance or return.
- A play on the runner (including a fake throw) nullifies any penalty - put another way, every fake throw allows the runner one more stop.

9. Difference between Interference/Obstruction

Interference:

- Typically an act by an offensive player.
- Also possible to have umpire interference and spectator interference.
- Results in "Dead Ball" being called (exception - umpire interference).
- Results in an out if by an offensive player.

- Common misconception - catcher's interference is actually catcher's obstruction.

Obstruction:

- Is an act by a defensive player.
- Results in a delayed dead ball.
- Award is determined at the end of the play (exception - if the obstructed runner is called out)
- An obstruction call does not entitle the obstructed runner to keep attempting to advance until played upon.

These two rules require:

- an immediate call when either interference or obstruction occurs - do not hesitate, these are not the type of calls to be made after the fact.
- A decisive call

Contact does not always mean interference or obstruction occurred. There is such a thing as incidental contact - 2 players both unsure of where to go and contact is made. Rule 8.10(c) states that the runner is not out when more than one fielder attempts to field a batted ball and the runner comes in contact with the one who, in the umpire's judgment, was not entitled to field the ball.

TIP - when contact occurs and in the umpire's judgment that neither interference nor obstruction occurred, make a "SAFE" signal with no verbal call - shows that you saw it and you made your decision that no call was necessary.

10. Double Base.

The Double Base is used at first base with the orange portion in foul territory and the white portion in fair territory. Referring to 4. above - a batted ball striking the white/fair portion is declared a fair ball, a batted ball striking the orange/foul portion is declared a foul ball - a batted ball striking the centre of the double base is declared a fair ball as it therefore hits a portion of the white/fair portion of the base.

The defensive player (typically the first baseman) must use only the white/fair portion of the base at all times. (see Exception below)

The offensive player must use only the orange/foul portion of the base on his/her first attempt at first base when a play is being made on him/her. This includes when the batter-runner runs on a dropped third strike. (see Exception below)

On a ball hit to the outfield with no play being made at first base, the offensive player may touch either portion of the base on his/her first attempt at first base.

Once an offensive player has touched the orange/foul portion of the base on his/her first

attempt at first base, he/she must then use the white/fair portion of the base:

- when returning to the base after overrunning first base
- when taking his/her position prior to the next pitch
- when tagging up on a fly ball

Points of Emphasis:

- the defensive player - when he/she is required to use the white/fair portion, provided any portion of his/her foot is touching any portion of the white/fair portion of the base, he/she is considered to be in contact with the base
- the offensive player - when he/she is required to use the orange/foul portion, provided any portion of his/her foot is touching any portion of the orange/foul portion of the base, he/she is considered to be in contact with the base
- once the offensive player has made his/her first attempt at first base, for simplicity sake the orange/foul portion of the base no longer exists for him/her

Exception (introduced 2013)

- On any live ball play made from first base foul territory, the batter-runner and the defensive player may use either base. When the defensive player uses the foul portion of the double base, the batter-runner can run in fair territory and if hit by a throw from the foul side of first base, it would not be interference (unless it is an intentional act like throwing up their arms etc.)
- Allowing the first baseman to use the orange bag when a ball comes from first base side of foul territory may avoid collisions. It should be clear the runner or the fielder can use either base on a ball fielded on the foul side of first base. Both the runner and fielder could be touching the same base. If the fielder uses the orange base in this situation and the runner makes contact with the fielder it is interference on the runner. If both players use the white portion and the fielder causes the runner to hold up or change direction it is obstruction on the fielder.



Fair Play Code of Conduct

The City of Greater Sudbury Facility Code of Conduct has been developed so as to ensure a positive and safe environment for participants and spectators.

Users are reminded that entrance to a municipal facility is a privilege and not a right.

Display good sportsmanship, *respecting the players and coaching staff from all teams.*

Remember *that the participants are playing for their enjoyment, not yours.*

Cheer good plays *by all participants and by both teams.*

Respect the rules, *the officials and facility staff.*

Refrain from damaging *municipal property.*

Ensure that your children *are properly supervised.*

Maintain your self control *at all times.*

The City of Greater Sudbury has a zero tolerance policy for all forms of verbal and physical abuse, harassment and disruptive behavior. Those who violate this code of conduct will be asked to leave this Fair Play facility. When necessary, the police will be called.